

**CHICKEN SUPPER**  
Come To The Tea in  
**HARRINGTON HALL**  
WEDNESDAY, AUG. 23rd  
Chicken, Ham, Salad,  
Pies, etc.

**CAVENDISH**  
BUS SERVICE SCHEDULE  
FOR OLD HOME WEEK  
TUESDAY TO SATURDAY  
Leave Cavendish—  
8:50 and 7:00 p.m.  
Leave Bus Terminal Ch'town—  
5:15 p.m. and 11:30 p.m.

**PLUMS**  
(ISLAND GROWN)

Are tree ripened, therefore full flavoured  
Ask your grocer for Island grown plums, best varieties.  
Ripening through September

**Canadian Legion  
Clover Club Dance**

EVERY SATURDAY

At Blanchard and the "Clover Club" Band  
Admission—75c Dancing 9:30 to 12.00  
For reservations Phone 1222  
Reservations held until 10:30 p.m.  
SATURDAY NIGHT IS YOUR DANCE NIGHT AT  
THE CLOVER CLUB

**Wood Islands-Caribou Ferry Service**

The Connecting Link Between  
PRINCE EDWARD ISLAND & NOVA SCOTIA  
Schedule for June 24 to September 24:  
"Prince Nova"—Leave Wood Islands 7 a.m. 11 a.m. 3 p.m.  
"Prince Nova"—Leave Caribou 9 a.m. 1 p.m. 5 p.m.  
"Charles A. Dunning"—Leave Caribou 7 a.m. 11 a.m. 3 p.m.  
"Charles A. Dunning"—Lv. Wood Islands 9 a.m. 1 p.m. 5 p.m.  
For Daily Information, Listen to CFCY at  
7:55 A.M. EACH WEEK DAY — STANDARD TIME  
**NORTHUMBERLAND FERRIES LIMITED**  
HEAD OFFICE: Charlottetown, P. E. I.  
Catch An Early Sailing and Avoid Disappointment

**ISLAND MOTOR TRANSPORT, LTD.**

SCHEDULES FOR OLD HOME WEEK—  
TUESDAY TO FRIDAY  
**Ch'town - S'side - Tignish:**  
All schedules to remain the same plus the 9:15 p.m. trip to operate through to Tignish for this week.  
**Ch'town - Souris - Elmira:**  
All schedules to remain the same plus the 9:15 p.m. trip to operate through to Elmira and North Lake for this week.  
**Borden via Bonshav:**  
3:15 p.m. trip held over until 6:30 p.m.  
**To Borden via S'side:**  
The 5:30 p.m. trip and 12:01 p.m. trip leaving S'side and 1:15 p.m. trip leaving Borden to be cancelled for the above days.  
**Wood Islands via Eldon:**  
Same schedules to operate plus a late trip leaving Charlottetown at 10:00 p.m. for the above days.  
**Montague-Cardigan-Georgetown:**  
To operate Saturday schedule for the above days. Also late trip leaving Murray River for Ch'town via Commercial Road at 7:00 p.m.  
**MAINLAND SCHEDULES via Wood Islands and Borden - Cape Tormentine to remain the same.**  
FOR FURTHER INFORMATION  
Phone Ch'town 248 Phone S'side 2822

**BURGESS BEDTIME STORIES**



(By Thornton W. Burgess)

**BLUFFING A BLUFFER**

"Meet bluff with bluff, and in the end He'll win who can the best pretend."  
—Farmer Brown's boy.

Farmer Brown's boy was chuckling. Flip the Terrier was barking and Bluffer the Hognosed Snake was hissing. It was on the Crooked Little Path near the edge of the Green Forest. There was one other there who was doing nothing. It was Little Billy Possum. He was doing nothing, because Farmer Brown's boy was carrying him by the tail. He had planned to take Little Billy home, because he thought he was too small to be out in the Great World all by himself. Bluffing is pretending. There was a lot of bluffing going on in the Crooked Little Path. Flip was pretending that he was very fierce and was going to kill Bluffer.



With his stick he struck the ground hard on one side of Bluffer.

Bluffer was pretending that he was ugly and dangerous and was daring the little dog to touch him. He really did look ugly and dangerous. You know that certain members of the Snake family belonged to the poison people and are very dangerous. Bluffer was pretending that he was one of these, and he looked as if it must be so. In fact, he was uglier and more dangerous looking than even Buzztail the Rattlesnake who is one of the most poisonous of the poison people. The truth is, Bluffer was perfectly harmless. Farmer Brown's boy knew this, and that is why he was chuckling. He wasn't being fooled, but Flip the Terrier was.

Farmer Brown's boy looked around for a stick and presently found one that would do. He was still chuckling when he returned to the Crooked Little Path. "You're a good bluffer, but you're not fooling me. Now I'll bluff you a little," said he.

He was still carrying the little Possum by his tail. Little Billy hadn't moved since he was picked up. He simply hung as if there were no life in him. In a way he was bluffing, too. He was pretending to be dead. Now Farmer Brown's boy wanted both hands free. He lay the little Possum down on the ground at the foot of a tree and placed his old straw hat over him. Then he turned back to the ugly looking Snake in the Crooked Little Path. With his stick he struck the ground hard on one side of Bluffer. He did the same thing on the other side. He struck close to Bluffer, but took care not to hit him. Bluffer hissed and hissed and pretended to strike back, but Farmer Brown's boy wasn't close enough to be struck. The ugly looking Snake looked uglier than ever and acted uglier than ever. Farmer Brown's boy continued to beat the ground with his stick. You see, he was bluffing, too.

Bluffer stood it as long as he could. He was frightened, badly frightened, but doing his best to pretend not to be. Suddenly he seemed to have a fit. He twisted and turned and wriggled all over as if there was something dreadful the matter with him. Then he rolled over on his back and lay perfectly still. His mouth was partly opened. His thread-like forked tongue hung from the corner of his mouth. No dead snake ever looked any deader than did Bluffer the Adder. You know, that is what some folks call him, although he isn't an Adder at all.

Farmer Brown's boy dropped his stick and picked Bluffer up by the tail. There wasn't a sign of life about him. Flip became bold now. He ventured over to sniff at Bluffer. Farmer Brown's boy lay Bluffer down on his belly. Then he laughed aloud. Bluffer had instantly rolled over on his back. Perhaps he thought to look properly dead, he must lie on his back. Farmer Brown's boy rolled him over again. Like a flash Bluffer was back on his back. Farmer Brown's boy picked him up again and hung him over a stump. He didn't show a sign of life. He looked so dead that Flip had lost all interest in him.

**Contract Bridge**

By Josephine Culbertson

**"FLAT" HANDS**

Today's deal, taken from a duplicate game, looks like the "flat" sort of hand on which all declares win the same number of tricks. It is a fact, however, that there are very few such hands—and this one was not an exception.

South dealer. Both sides vulnerable.

|           |           |            |            |
|-----------|-----------|------------|------------|
| ♠ K 5 2   | ♥ 7 6 4 3 | ♦ A K Q 8  | ♣ K Q      |
| ♠ 9 7 4 3 | ♥ K Q J 9 | ♦ 8 6      | ♣ 10 8 5 2 |
| ♠ N       | ♥ W       | ♦ E        | ♣ S        |
| ♠ Q J 8   | ♥ 10 5    | ♦ J 10 7 3 | ♣ 9 6 4 3  |
| ♠ A 10 6  | ♥ A 8 2   | ♦ 9 5 4 2  | ♣ A J 7    |

The make-up of the North and South hands virtually forced a three-notrump contract, and every pair in the field reached that "spot." Since there were nine sure tricks available for immediate cashing, every South made his contract. One South, however, did a little better than that—he brought home an extra trick which gave him a clear "top."

The opening lead was invariably the heart king, and all declarers held up the ace for one round. They took the second round and tested the diamond suit. When the break there was revealed, they simply collected all the top tricks—and conceded the balance. One South was both more ambitious and more expert! Winning the second heart lead, he too tried out the diamonds, but when East turned up with the stopper, South did not simply go ahead and cash his tricks. He led a heart from dummy! East discarded a low club, and West of course won. West, another expert, realized that if he cashed his last heart, he would probably squeeze his partner, just as declarer wanted him to do; so, properly unobliging, West shifted to a spade.

Dummy's spade king was put up and declarer doggedly led dummy's last heart, discarding a diamond from his own hand. East discarded another club, but the handwriting was on the wall. West's spade return was taken by the ace; then South led a club to the queen, overtook the club king with the ace, and cashed the club jack. On this last-named play, East had to give up the high spade, establishing South's ten, or relinquish his diamond stopper, letting South win both of dummy's remaining diamonds.

**KING OF THE ROYAL MOUNTED**



GOOD GRIEF! WHAT'S THAT? AN EXPLOSION AT TOMMY'S GARAGE.



WELL! CAN YOU BEAT THAT? THE CITY IS TRYING TO FRAME RIMS RIGHT INTO THE TRAP!



I SURE HAD YOU FIGURED OUT WIGGINS—ARCHIE OHMS YOU'RE UNDER ARREST!

**JOE PALOOKA**



WHAT'S THIS, THE 100-1 SHOT PERTURBED LETS OUT A SUDDEN BURST OF SPEED... HE PASSED SWANSON... HE'S MISSING SKIDROW.

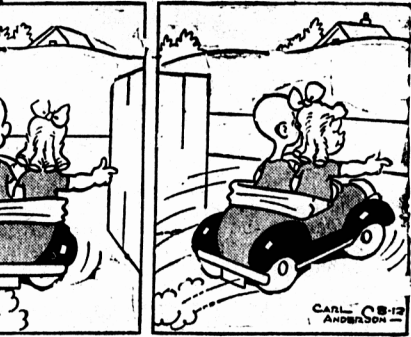
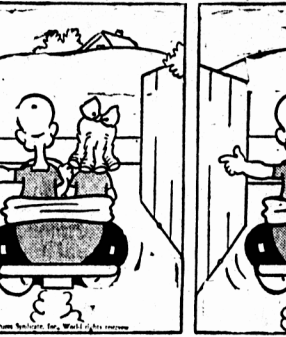
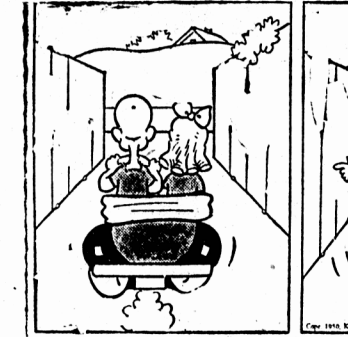


MAZUMA FALLS BACK AS PERTURBED RUSHES BY... NOW HE PASSES BLUE-KNIGHT... MAN... HE'S NECK AND NECK WITH CHARLIE'S BOY... MAN... IT'S GOING TO BE...

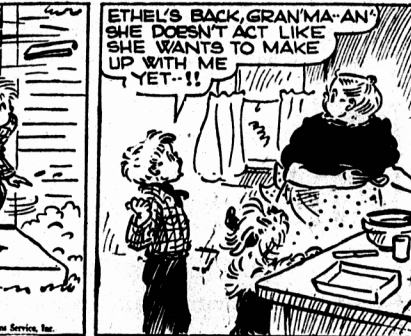
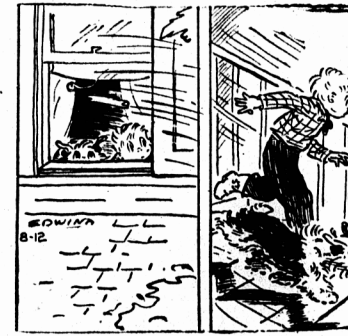


IT IS PERTURBED... THE 100-1 SHOT... HE WINS BY A LENGTH!

**HENRY**



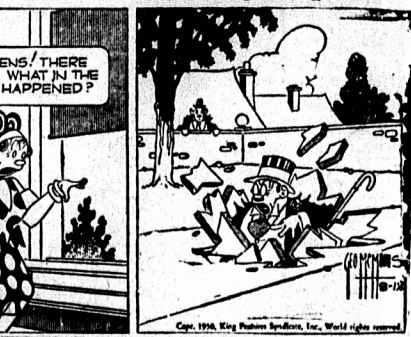
**TIPPY AND "CAP" STUBS**



**DOTTY DIPPLE**



**BRINGING UP FATHER**



**TILLIE THE TOILER**



**L'NNY**



**LIL' ABNER**



**RIP KIRBY**



**by Alex Raymond**

by Zane Grey

by Carl Anderson

by Carl Anderson

by Edwin

by Rudolf

by George Huch

by Westover

by Harry Haecgen